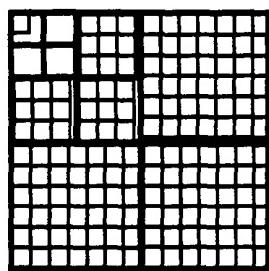


Image divided into tiles and subbands.

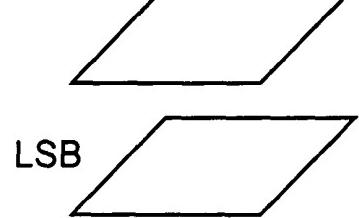


Subbands divided into precincts



Figure 1A

Figure 1B



code-block divided into bitplanes and coding passes

Figure 1D



Subbands combine to produce various resolution images

Figure 1C

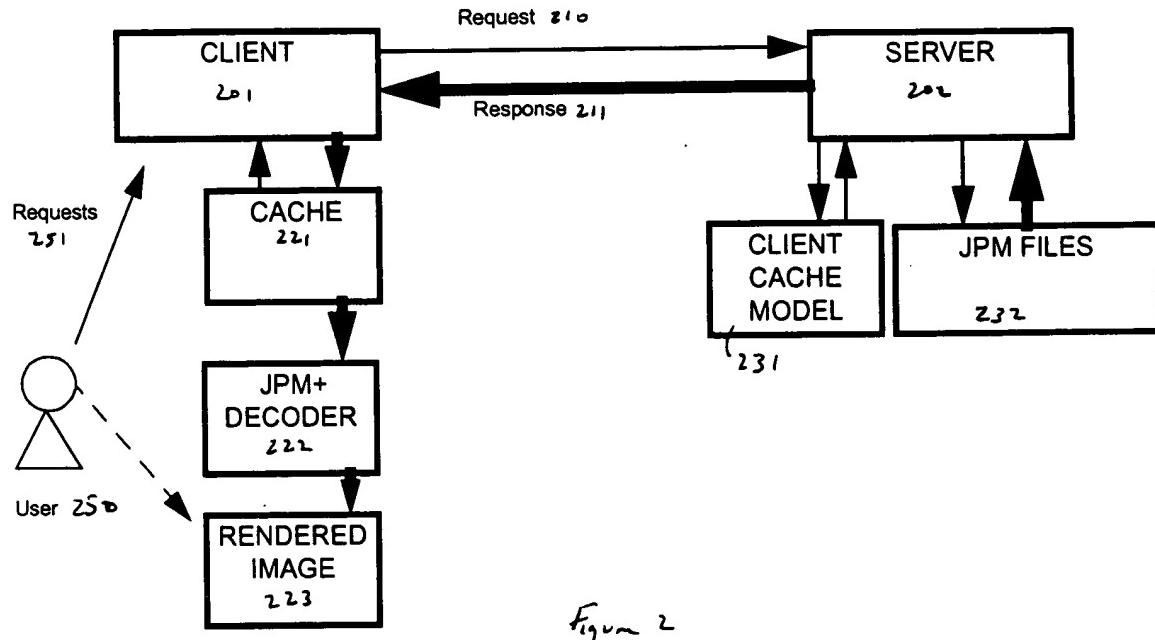


Figure 2

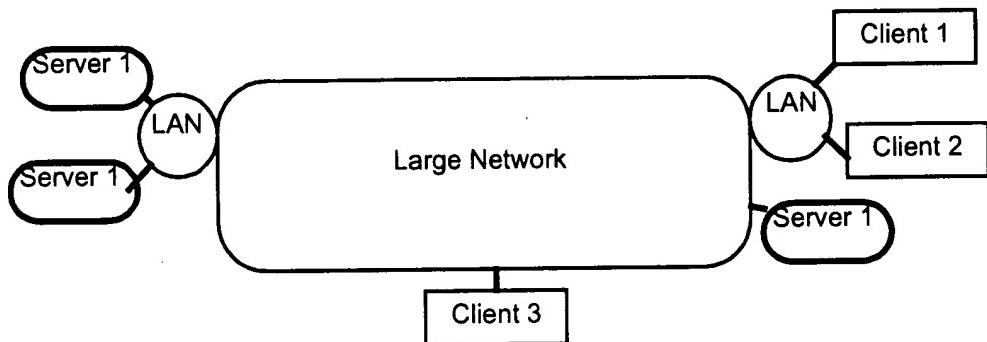


Figure 3

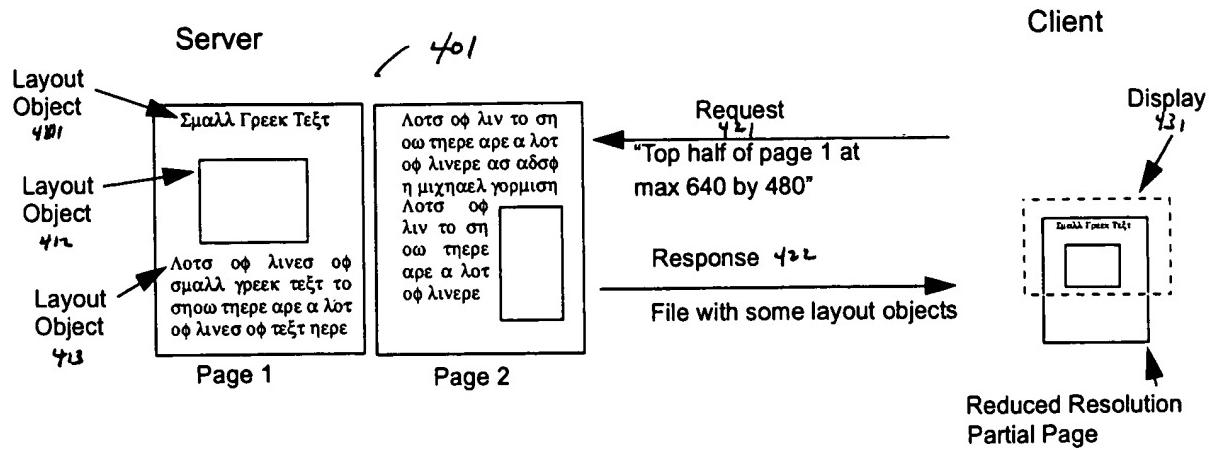
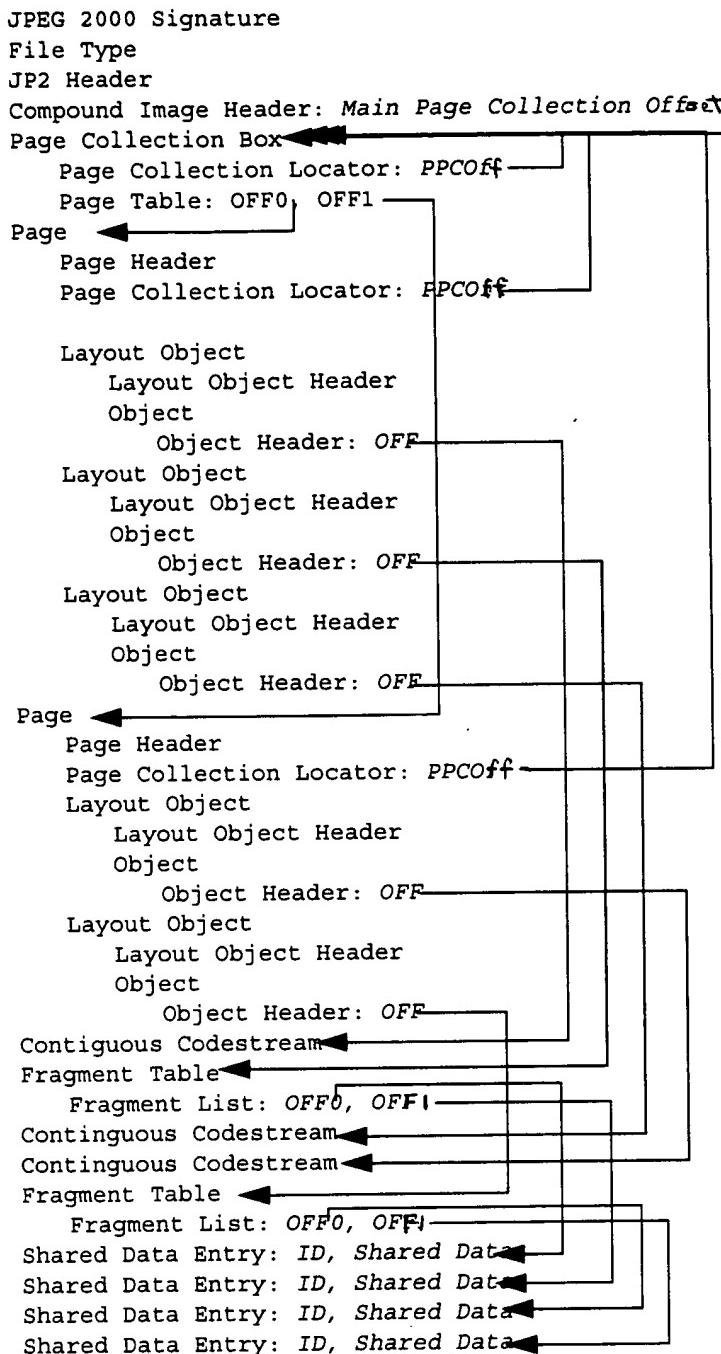
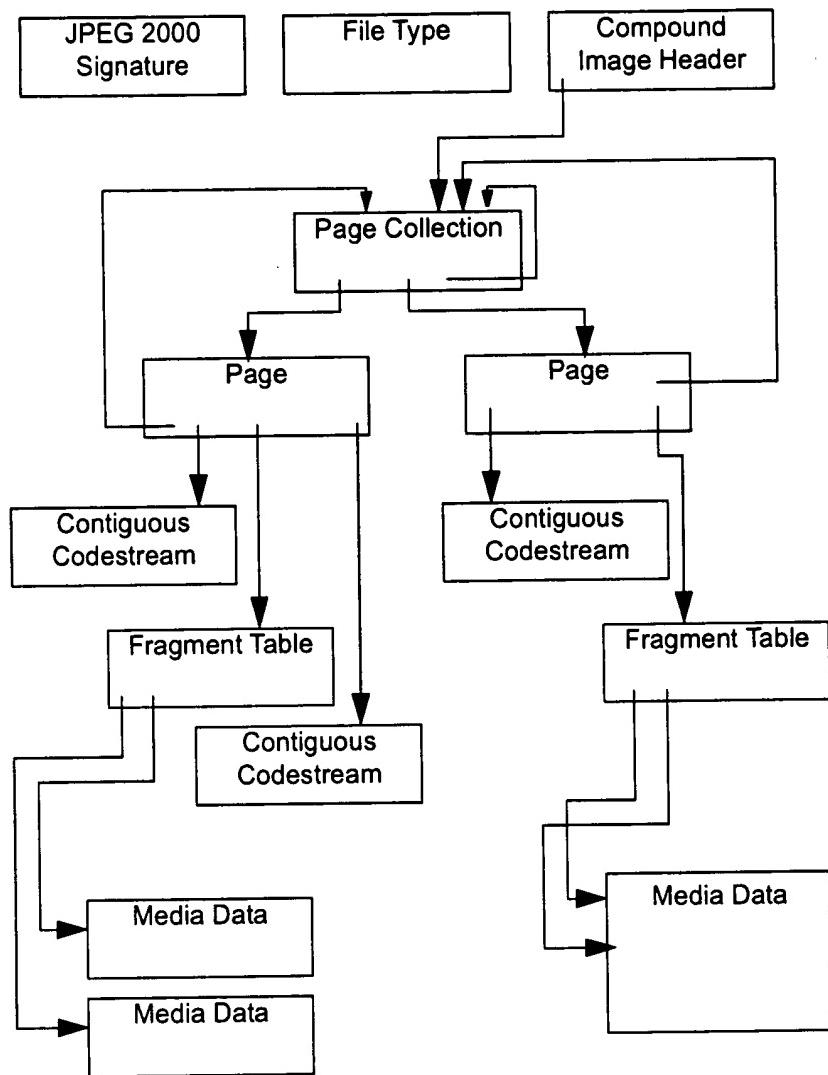


Figure 4



**Figur 5**



**Figure 6**

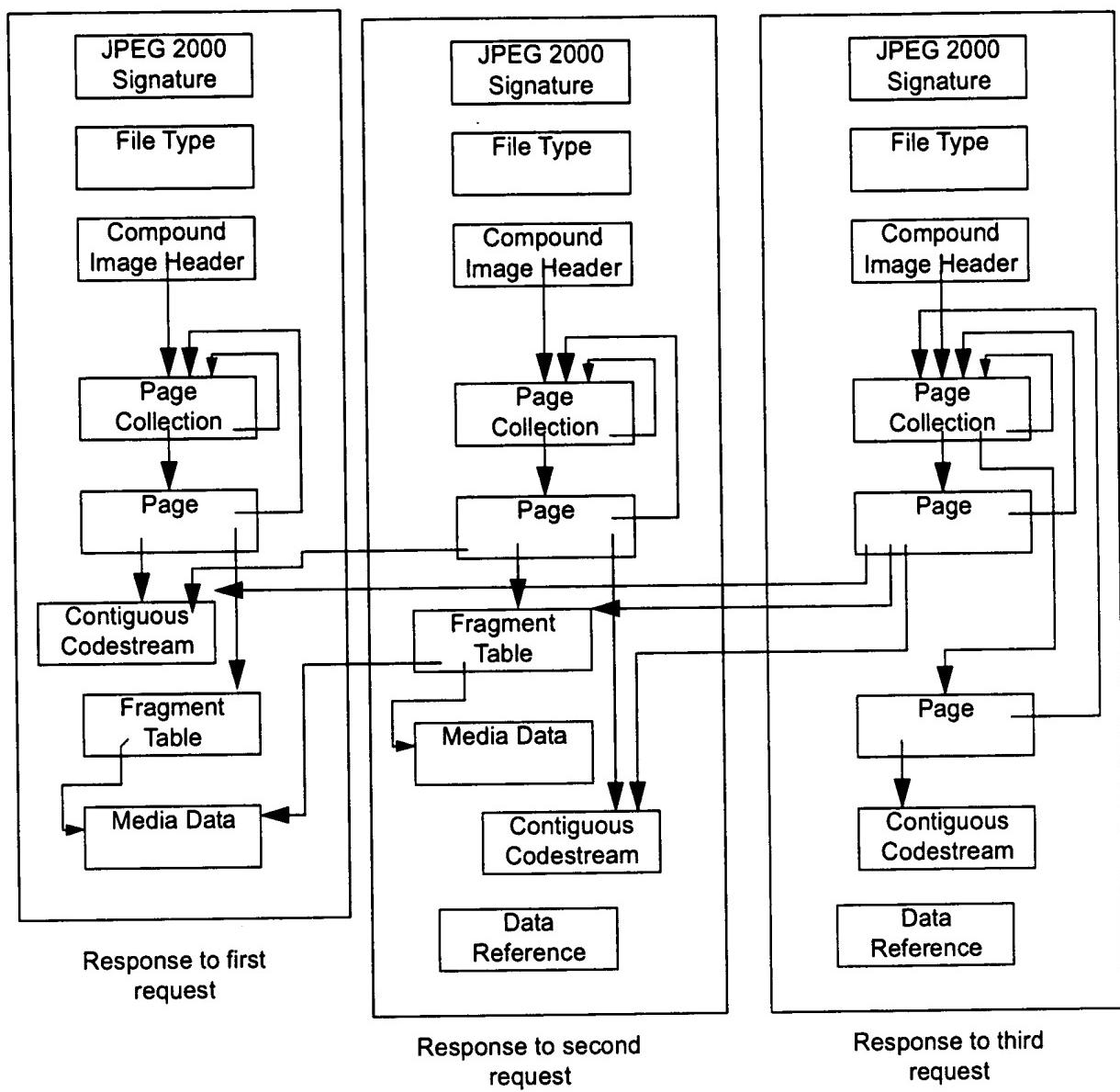


Figure 7

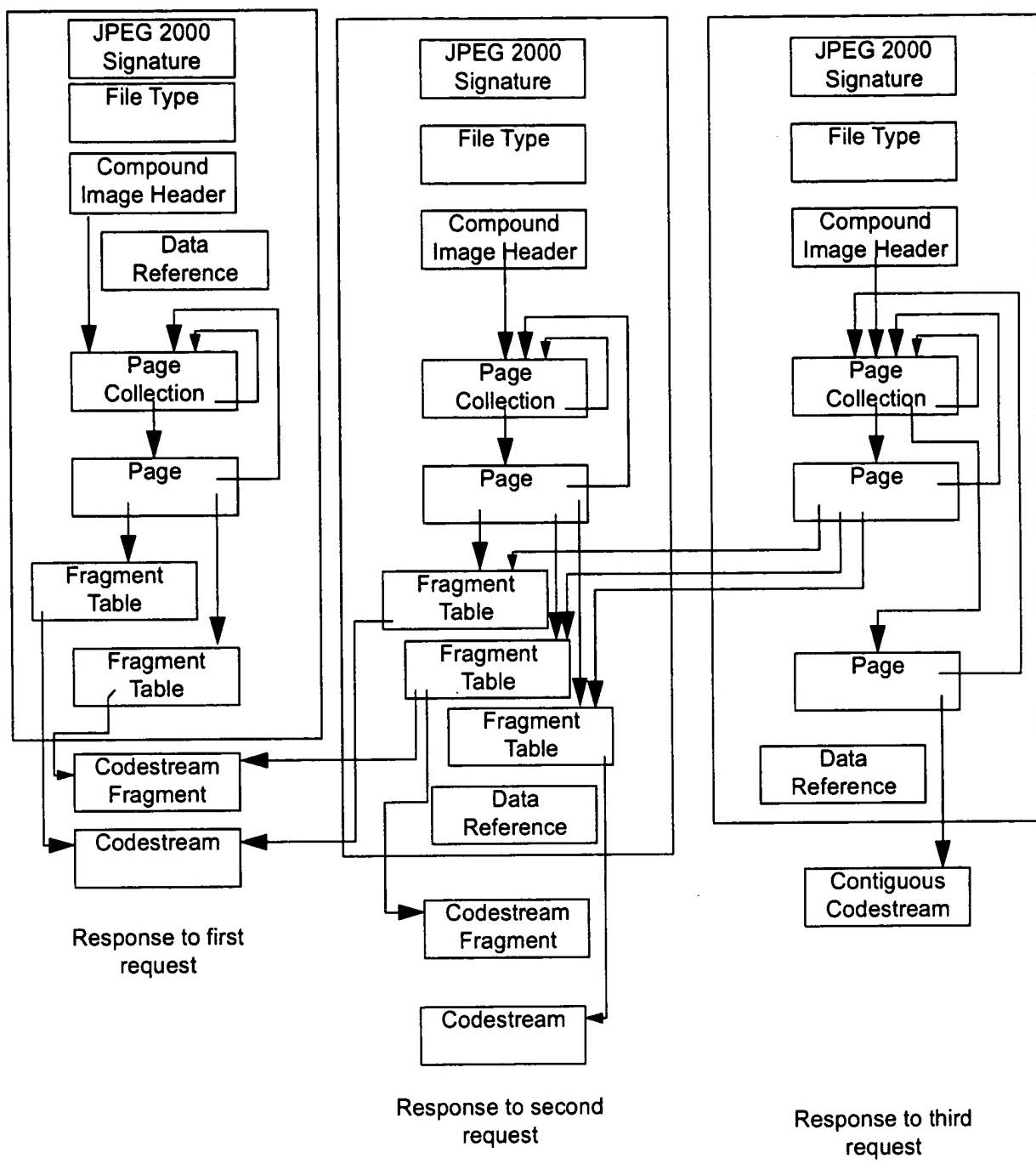


Figure 8

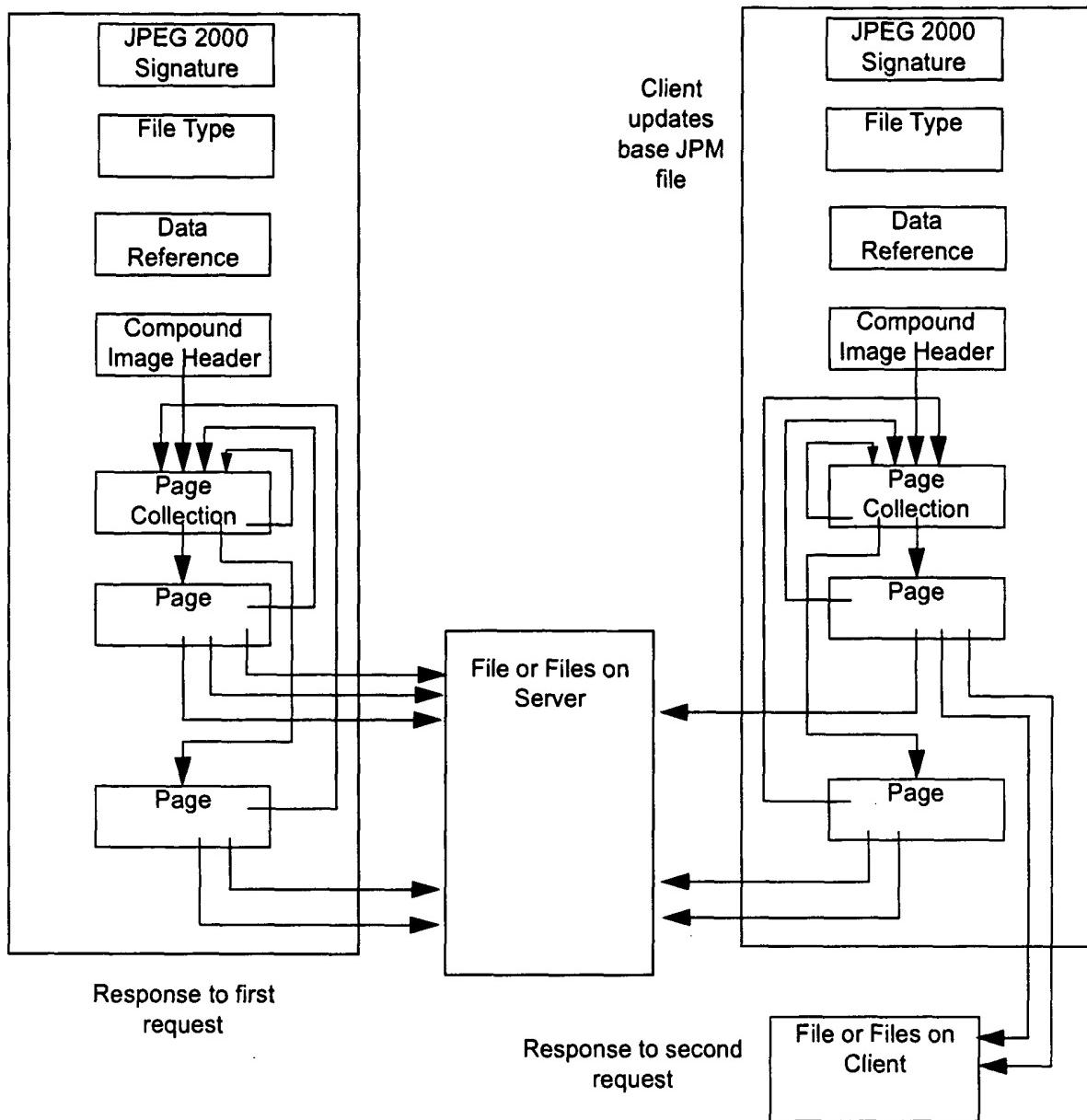


Figure 9

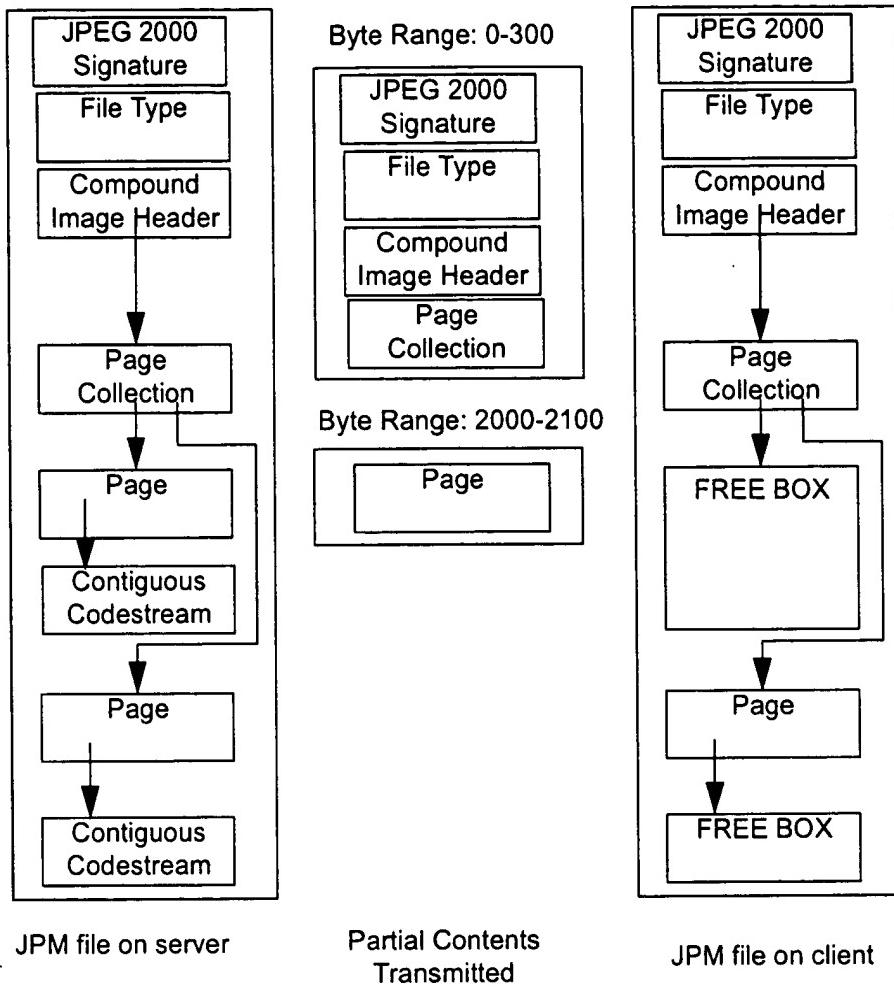
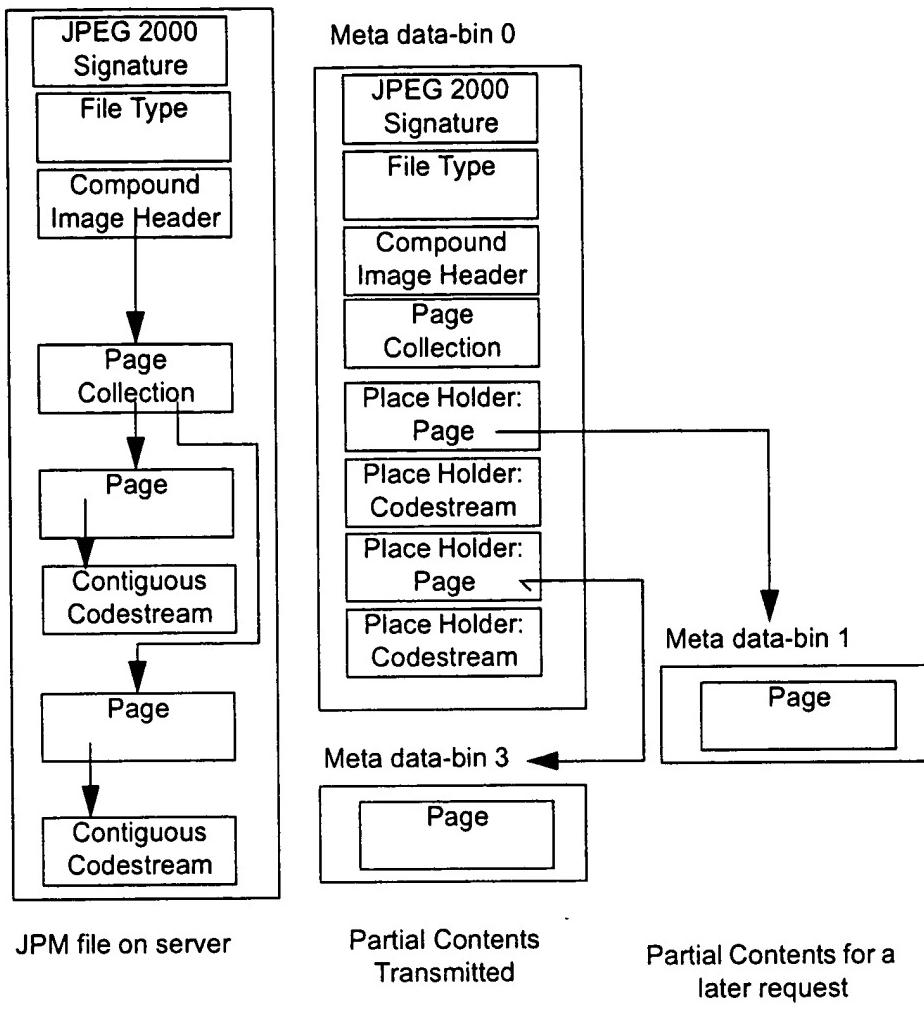


Figure 10



**Figure 11**